

# A Programmable Heater Control Circuit for Spacecraft

(Center Director's Discretionary Fund Final Report Project No. 90–19)

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#### TERMS AND ABBREVIATIONS

Bootloader a program used for loading user programs into EEPROM

Breadboard a printed circuit board that can be mounted and wired whatever circuitry is

designed

CPU central processor unit

D/A digital-to-analog

EEPROM electrically erasable programmable read-only memory

EMI electromagnetic interference

mil-specification Military Standard Mil-M-38510J, Mil-STD-883C...

MODB operation mode pin B on 68 HC11 microcontroller

MOSFET metal oxide semiconductor field-effect transistor

PHCC programmable heater control circuit

RAM random access memory


#### TECHNICAL MEMORANDUM

### A PROGRAMMABLE HEATER CONTROL CIRCUIT FOR SPACECRAFT

## Center Director's Discretionary Fund Final Report Project No. 90–19

#### INTRODUCTION

Spacecraft thermal control is accomplished for many components through use of multilayer insulation systems, electrical heaters, and radiator systems. The heaters are commanded to maintain component temperatures within design specifications. Control of the heater system has been accomplished in several ways including local thermostats, analog devices, and use of centralized digital control systems.

Many component heater control systems use thermostats to provide the desired temperature control. Thermostats are mechanical devices which make or break electrical contact due to change in temperature. This is usually accomplished via differential thermal expansion of a bimetallic disk that changes shape, and therefore position, with temperature. A typical thermostat is shown schematically in figure 1. Since a thermostat can conceivably fail in the closed position, two thermostats are used in spacecraft operation and are wired in series so that the circuit breaks if either of the thermostats open. Further, to provide the complete redundancy needed for spaceflight, two parallel circuits, each with two thermostats, are required as a safeguard against one of the thermostats failing in the open position. Figure 2 shows typical circuitry using thermostats.

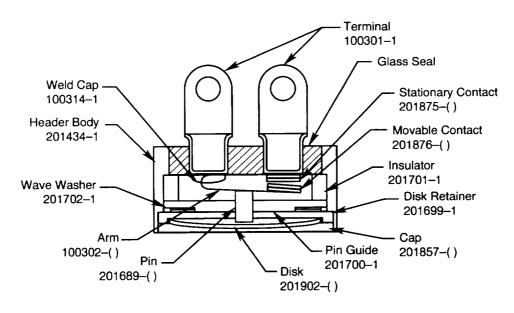


Figure 1. Typical thermostat (courtesy of Elmwood Sensors, Inc.).

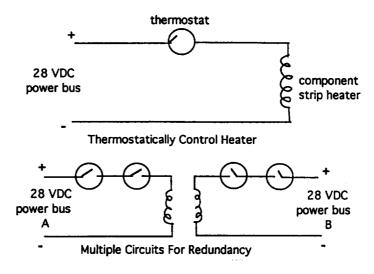


Figure 2. Mechanical thermostat circuit.

Alternatives to mechanical thermostats have included analog circuits in varying design applications, using solid state devices. Analog devices have the advantage of precise temperature control, for components with operational temperature requirements which must be maintained within small limits, such as spacecraft pointing and control systems. A schematic of an analog controller is shown in figure 3. The analog circuitry must also be designed with redundancy in spacecraft applications.

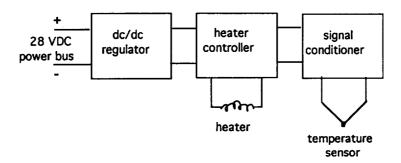


Figure 3. Analog control circuit.

Some spacecraft have used central digital control systems to accomplish temperature control of components. This involves design of a central digital computer which receives many analog inputs from distributed component controllers. The analog signals are converted to digital data and the control functions are determined by the central processor unit (CPU). The heaters are commanded individually from the CPU based upon control logic. For some applications, proportional control is provided through voltage regulation.

Several disadvantages with these systems can be identified. For thermostatically controlled systems the mechanical thermostat itself has a potential for failure, either opened or closed. The thermostat, being mechanical, provides no temperature data; therefore, separate temperature sensors must be provided by a central spacecraft data system. The thermostats have a predetermined set point (temperature) and dead band (control range) that cannot be altered.

Analog devices eliminate the mechanical problems associated with thermostats, but they also have a predetermined set point and dead band that cannot be altered once physically integrated into the spacecraft. The analog device has no feedback of temperature data for monitoring the thermal condition of the component, even though one or more temperature sensors are integrated into the circuit. If the component temperature must be monitored, another sensor must be installed and integrated with the spacecraft central data system.

The central digital control systems provide the most versatility and flexibility with respect to control authority, data acquisition, reprogramming, and sometimes proportional control. These systems are usually expensive, require substantial integration during spacecraft assembly, and result in significant spacecraft wiring for the control instrumentation.

With the advanced technology in both electronic sensing and computer programming, this development introduces solid state design, use of control instrumentation as data available to the central data system, reprogramming capability of the local microprocessor during the spacecraft mission, if required, and the elimination of significant spacecraft wiring. The hybrid integrated circuit has a temperature sensing and conditioning circuit, a microprocessor, and a heater power and control circuit. This programmable heater control circuit (PHCC) is miniature and housed in a volume which allows physical integration with the component to be controlled. Applications might include alternate battery-powered logic-circuit configurations. A prototype unit with appropriate physical and functional interfaces was procured for testing. The physical functionality and feasibility of the hybrid integrated circuit were successfully verified.

#### APPROACH

The effort was to develop a small, integrated hybrid circuit that captured the advantages of both central digital controllers and local autonomous control systems. A simplified schematic of the device is shown in figure 4. Optional configurations are shown in figure 5. The advantages of this design include solid state design, use of control instrumentation as data available to the central data system (through a time-multiplexed data bus), reprogramming capability of the local microprocessor during the spacecraft mission, if required, and the elimination of significant spacecraft wiring (the device only requires a power bus interface and a data bus interface).

The hybrid integrated circuit has a temperature sensing and conditioning circuit, a microprocessor, and a heater power and control circuit. The device is miniature and housed in a volume which allows physical integration with the component to be controlled. In typical operation, the set point temperature and dead band control range are programmed in the heater control logic of the microprocessor. Temperature sensors reference the component temperature through signal conditioners and an analog-to-digital converter. Based on the reference temperature, the microprocessor issues commands to the heater controllers to turn on or off (voltage regulation, or proportional control is not provided in this design, with the exception of varying the heater duty cycle over time). The integrated circuit, through the microprocessor, also interfaces with the central data bus. Upon interrogation by the spacecraft CPU via this bidirectional communication link, component temperature data is passed upon demand to the spacecraft central processor. Additionally, the status of the heaters (on or off), the duty cycle of the heaters, and computed functions such as power utilization can be communicated and eventually telemetered to ground stations. The central spacecraft computer system also has the capability of reprogramming or reconfiguring the local microprocessor heater control logic to adjust to unexpected or anomalous events.

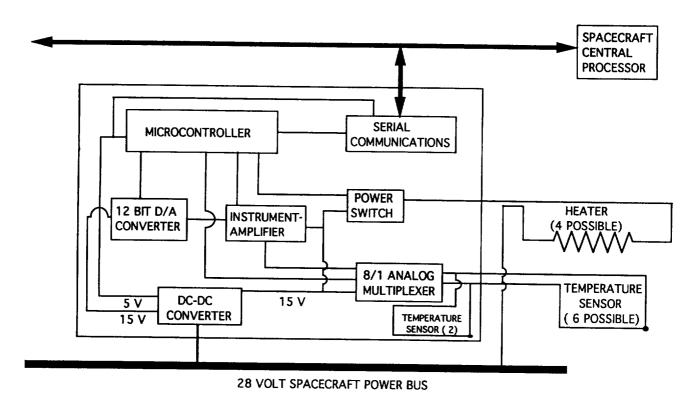


Figure 4. Programmable heater control circuit with internal dc/dc converter.

Additionally, the local microprocessor can be programmed to react to events such as temperature sensor failures, heater circuit failures, etc., and take action to use redundant systems. The versatility and utility of the device is quite good and offers substantial design and operational advantages to spacecraft thermal designers.

#### SPACECRAFT APPLICATIONS

Potential applications of the PHCC are believed to exist both in the spacecraft and payload areas. The primary application is believed to be free-flying spacecraft with somewhat tight component temperature-control requirements. These include applications such as nickel-hydrogen battery temperature control, pointing and control system temperature control, low temperature conditioning of science instruments, telescope mirror assembly temperature control, and heater control for variable conductance heat pipe systems. The payload applications might include alternate design configurations, such as battery-powered logic circuits, for short duration missions, eliminating the need for internal dc/dc conversion within the PHCC (see fig. 5). Control requirements would be similar to the spacecraft applications discussed above. Payload applications may not require an interface with a central data system but might require expanded memory in the microprocessor, with data retrieval occurring after flight. These design options can be made available through several off-the-shelf controllers, with varying design features selected by the spacecraft or payload designer. Depending upon the spacecraft market and unit cost for these devices, these solid state programmable systems could replace mechanical thermostats, analog devices, and central controllers on future spacecraft programs.

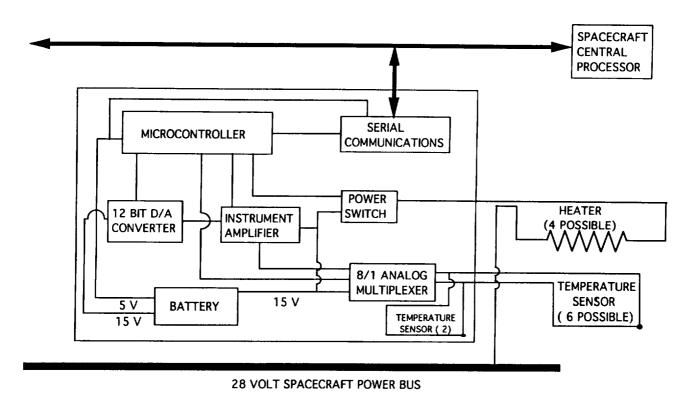


Figure 5. Programmable heater control circuit with battery powered logic circuit.

#### **BREADBOARD DEVELOPMENT**

A fully functional breadboard of the PHCC was developed. The attached schematic, figure 6, shows the circuitry developed to accomplish this task. The Motorola M68HC811E2 microcontroller was chosen to be the heart of the design. This controller is in Motorola's HC11 family of microcontrollers. It features 2 kilobytes of electrically erasable programmable read-only memory (EEPROM), an 8-bit analog-to-digital converter with eight multiplexed inputs, an RS232 port, internal timers, an 8-bit bidirectional port, and an 8-bit output port. The Maxim MAX700 was chosen to provide the reset signal upon power-up. The microcontroller can read eight analog sensor input signals. These are input through an 8-to-1 analog multiplexer. The multiplexer used is the Analog Device 7503. The input are selected by three control lines from the microcontroller. Two of these inputs are AD590 temperature transducers that are mounted internal to the case. The other six inputs are set up to be AD590 inputs but can also be used to input other signals. Each external input has a pair of external pins with a 15-V reference signal on one pin and the other going to an input of an 8-to-1 multiplexer and to a 10-k ohm resistor to ground. The output of the multiplexer then goes to the plus input of the instrumentation amplifier. The minus input of the instrumentation amplifier is connected to the output of a 12-bit digital-to-analog (D/A) converter. The D/A used is the MicroNetworks MN371. The 12 input bits to the D/A come from the microcontroller digital output ports. The instrumentation amplifier used is the Burr Brown PGA200 programmable gain instrumentation amplifier. It has four selectable gain of 1, 10, 100, 1,000. The purpose of the D/A converter and the selectable gain is to provide a dc offset and amplification of the signal for better resolution and control around a setpoint.

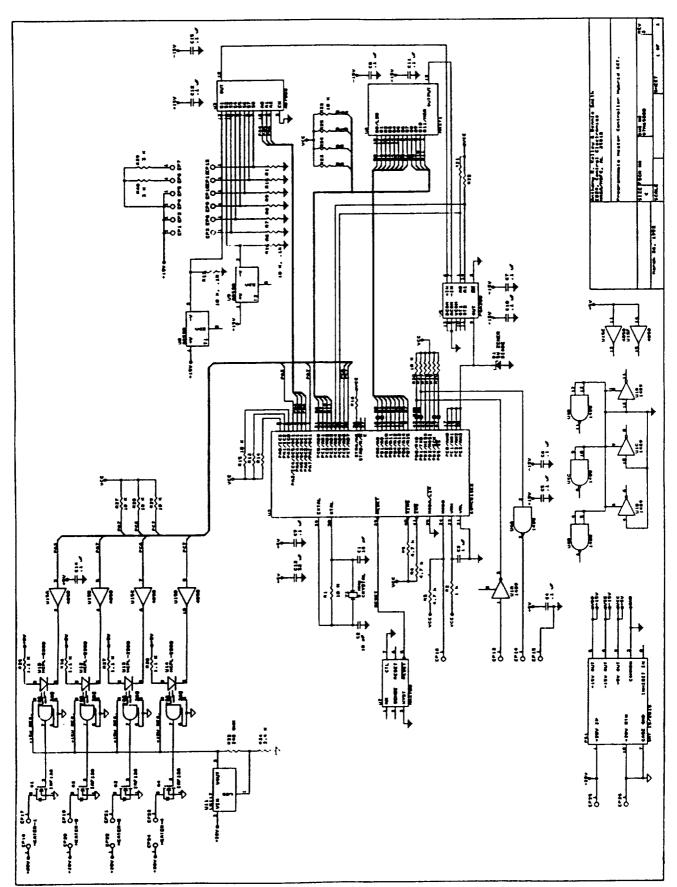


Figure 6. Programmable heater controller hybrid schematic.

Communication with a main computer is accomplished through the microcontroller's RS232 port. The digital transmit and receive lines from the microcontroller are level-converted and buffered within the hybrid. The transmit line is buffered by a 1488 line driver and the receive line is buffered by a 1489 line receiver.

Initial programming of the 2k of EEPROM is done through the RS232 port. A "program mode" is entered when the MODB line that comes to an external pin is tied to ground. A "Bootloader" program is loaded into the random access memory (RAM) and takes control of the microcontroller to load the EEPROM. Software or "control code" is developed using the HC11 assembly language and assembler. It should be noted that the EEPROM can be reprogrammed under computer control through the RS232 port connected to the computer used for monitoring and control. Changing set points or control algorithms can be accomplished easily through the monitor and control computer also.

Four heaters can be controlled from this hybrid. There are two external lines provided for each heater. The load voltage brought in on the "28 V" external pin is connected to one of these lines. The other line is connected to the drain of an International Rectifier IRFF130. This metal oxide semiconductor field-effect transistor (MOSFET) is rated at 100 V and has an "on" resistance of less than 0.2 ohms. The MOSFET's are controlled by outputs from the microcontroller that are optically isolated from the MOSFET by an HP2200 optical insulator.

#### SOFTWARE DEVELOPMENT AND VERIFICATION

The PHCC software is shown in appendix A. The software was developed using the breadboard unit discussed above. The software is designed to set, monitor, and program the heater controller and is as simple and flexible as possible. Some of the function features in the software include the following:

- Header files
- · Turning cursor on and off
- Setting screen colors
- Screen locations
- User inputs
- Module functions
- Global variables
- · Communicating with heater controller
- Controlling cursor
- Initializing stack, output ports, heaters
- Initial conditions
- Heater control
- Reading temperature.

Verification was also accomplished on the prototype unit when software was loaded and each function was successfully executed.

#### PROTOTYPE DEVELOPMENT AND TESTING

To verify the physical functionality and feasibility of fabrication of the hybrid integrated circuit, a prototype unit was procured and built from non Mil-certified parts. The prototype unit did not include the internal dc/dc converter required for the flight version. This function was simulated external to the prototype. The unit was delivered and burn-in tests were accomplished, and the software was loaded and verified. Of four units delivered and tested, one unit failed the burn-in test. The dimensions of the prototype are shown in figure 7. The width is 2 inch and length is 2.85 inch. The external pin connections are on 0.15-inch spacing and extend 0.25 inch from the body on each side. The mounting flanges extend 0.35 inch from each end and give an overall length of 3.85 inch. The base of the package is 0.0625 inch thick, and the diameter of the mounting holes is 0.16 inch with the centers 3.175 inch apart. The overall height is 0.5675 inch.

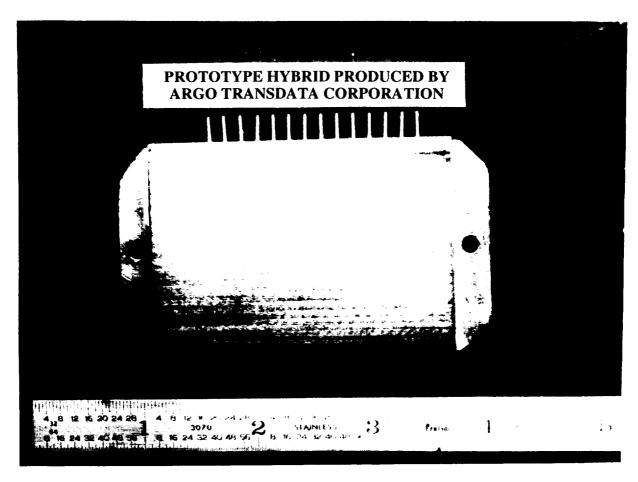


Figure 7. The dimension of prototype hybrid.

The prototype Hybrid weighs approximately 160 g (5.6 oz). The quiescent power consumed with all heaters "off" and including the dc/dc converter is 1.5 W. The complete system test configuration is shown in figure 8. The test procedures and results are described and tabulated as shown in appendix B.

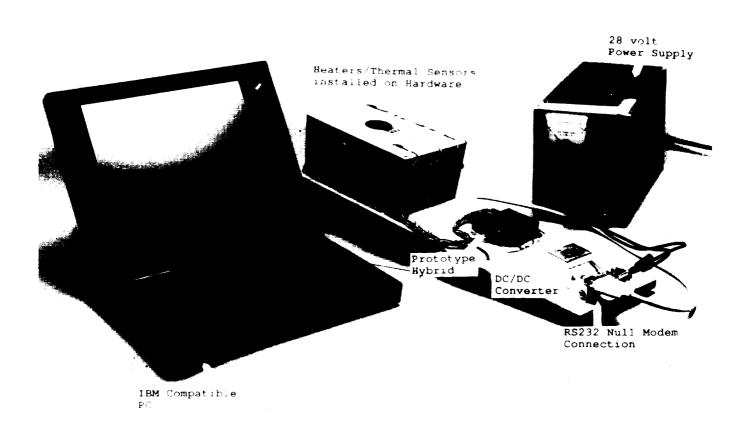


Figure 8. Prototype hybrid system test configuration.

# **QUALIFICATION REQUIREMENTS**

Based upon the above discussion, the PHCC has been shown to be a feasible design concept. The software is fully developed and verified. Further development is required in the area of procurement and testing of a Mil-certified part with an internal dc/dc converter for generic qualification testing. The testing should include thermal vacuum performance testing, thermal cycling, vibration, and electromagnetic interference (EMI) testing. Appropriate test plans should be generated to qualify the device for a wide range of spacecraft applications as an off-the-shelf item. Military Standard 1540B provides qualification test requirements routinely accomplished at MSFC. Should a joint venture be initiated with a potential PHCC vendor, MSFC qualification testing is an option that is available.

#### **CONCLUSION**

The PHCC design has progressed to the definition of a very efficient and compact device including an internal dc/dc converter. The software is fully developed and verified. A breadboard unit has been developed and tested with applicable software. Also a prototype unit with appropriate physical and functional interfaces was procured for software testing and for burn-in testing. The remaining work to develop a flight-qualified device includes fabrication and testing of a Mil-certified part, with an internal dc/dc converter.

An option for completing the PHCC flight qualification testing is to enter into a joint venture with industry. The government contribution would include the design, software, and development history; also, the government could provide the qualification testing and data analysis. The industry participation would include fabrication of the units for testing, per Mil-specification. Successful completion of the test program would result in a commercially marketable device or family of devices, with applications to spacecraft thermal control systems.

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# APPENDIX A PHCC SOFTWARE

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#### Appendix A

#### PHCC Software

```
/*
  include statements for header files
  * /
#include <stdio.h>
#include <stdlib.h>
#include <conio.h>
#include <math.h>
#include <dos.h>
#include <time.h>
#include <svs\types.h>
#include <svs\timeb.h>
#include <bios.h>
#include "rs232.h"
/*
  definitions used in turning cursor on and off
  */
#define VIDEO IO 0x10
#define SET CRSR 1
/*
  definitions used for setting screen colors
  * /
#define BLACK
          0x00
#define BLUE
          0x10
#define GREEN
          0x20
#define CYAN
         0x30
#define RED
          0x40
#define MAGENTA 0x50
          0x60
#define EROWN
#define WHITE
         0x70
                   PROGRESHING PAGE BLANK NOT FILMED
#define BLACK ON 0x00
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```

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```
#define BLUE ON
                  0x01
#define GREEN_ON 0x03
#define CYAN_ON 0x04
#define RED ON
#define MAGENTA ON 0x05
#define BROWN O\overline{N} 0x06
#define WHITE ON
                  0x07
#define GREY ON
                        0x08
#define BRIGHT_BLUE_ON 0x09
#define BRIGHT_GREEN_ON 0x0A
#define BRIGHT_CYAN_ON 0x0B
#define BRIGHT_RED_ON 0x0C
#define BRIGHT MAGENTA ON 0x0D
#define YELLOW ON
                    0x0E
#define BRIGHT_WHITE_ON 0x0F
 /*
    definitions used for screen locations
    */
 #define PLATE UL ROW
 #define PLATE_UL_COLUMN
 #define PLATE ROWS
 #define PLATE COLUMNS
 #define HEATER1 UL ROW
 #define HEATER1 UL COLUMN
                          14
 #define HEATER1 ROWS
                          5
 #define HEATER1 COLUMNS
                          19
 #define HEATER2 UL ROW
 #define HEATER2 UL COLUMN 54
 #define HEATER2 ROWS
                          3
 #define HEATER2 COLUMNS
                         11
 #define SENSOR1 UL ROW
 #define SENSOR1_UL_COLUMN 18
 #define SENSOR1 ROWS
                          1
 #define SENSOR1 COLUMNS
 #define SENSOR2 UL ROW
 #define SENSOR2_UL_COLUMN
                          56
 #define SENSOR2 ROWS
 #define SENSOR2 COLUMNS
                          8
 #define SENSOR3 UL ROW
 #define SENSOR3 UL COLUMN 36
 #define SENSOR3 ROWS 1
 #define SENSOR3 COLUMNS
                          6
 #define SENSOR4_UL ROW
                          12
 #define SENSOR4_UL_COLUMN
                           18
 #define SENSOR4 ROWS
 #define SENSOR4 COLUMNS
                           5
```

```
#define SENSOR5 UL ROW
                      12
#define SENSOR5 UL COLUMN 56
#define SENSOR5 ROWS
                     1
#define SENSOR5 COLUMNS
#define ROW query window 18
#define COLUMN_query_window 40
#define ROW HEATER1 SETPOINT 3
#define COLUMN HEATER1 SETPOINT 1
#define ROW HEATER2 SETPOINT 9
#define COLUMN HEATER2 SETPOINT 70
#define ROW NUMBER TO AVERAGE 23
#define COLUMN NUMBER TO AVERAGE 30
#define ROW ERROR MESSAGE 16
#define COLUMN ERROR MESSAGE 20
/*
   definitions used for getting information from user
   */
#define RETURN 13
#define ESCAPE 27
#define BACKSPACE 8
#define LEFT ARROW 75
#define RIGHT ARROW 77
#define CURSOR 176
#define F1 59
#define F2 60
#define F3 61
#define F4 62
#define F5 63
#define F6 64
#define F7 65
#define F8 66
#define F9 67
/*
   function declarations for functions in this module
   */
void send byte to heater( unsigned char c );
unsigned char receive byte from heater( unsigned comm port );
void wait_for_comm_port_data( void );
void turn_on_cursor( void );
                                                      17
```

```
void turn_off cursor( void );
void change cursor( int top, int bottom );
void background on screen( void );
void update_screen( void );
void display screen( void );
void write_string_in_screen_buffer( char *string, int row, int column );
void write double in screen buffer( char *format_string,
       double number, int row, int column );
void cut string( char *destination, char *source, int first_char, int last_cha
void user_edit_field_on_screen( char *string,
       int row, int start column, int end_column,
       char field foreground, char field_background,
       char cursor_foreground, char cursor_background );
void copy_characters_from_screen( char *string,
        int start_row, int end_row, int start_column, int end_column);
void copy_characters_to_screen( char *string,
        int start row, int end row, int start column, int end column );
void copy_attributes_from_screen( char *string,
        int start_row, int end_row, int start_column, int end_column);
void copy_attributes_to_screen( char *string,
        int start row, int end row, int start column, int end column);
void fill character block( char c,
        int start row, int end row, int start column, int end column );
void fill attribute block( char c,
        int start row, int end row, int start column, int end column );
 char query_user_for_key( char *prompt );
 double query user for number ( char *prompt );
 void open window( char *character_array, char *attribute_array,
        int start row, int end row, int start column, int end_column,
        char color byte );
 void close window( char *character array, char *attribute_array,
        int start_row, int end_row, int start_column, int end_column );
 /*
     global variable declarations
     */
 char screen characters[2001], screen attributes[2001];
 unsigned comm port;
 int debug mode = 0;
```

/\*

the main program

```
*/
```

```
int main( int argc, char *argv[] )
    static char string[256];
    char key = ' ';
    unsigned char heater status;
    unsigned char sensor1_data;
    unsigned char sensor2 data;
    unsigned char sensor3 data;
    unsigned char sensor4 data;
    unsigned char sensor5_data;
    double sensor1 temperature = 0.0;
    double sensor2_temperature = 0.0;
    double sensor3_temperature = 0.0;
double sensor4_temperature = 0.0;
    double sensor5_temperature = 0.0;
    double averages = 0.0;
    double number_of_readings_to_average = 10.0;
    unsigned char heater select;
    unsigned char sensor select;
    unsigned char set_point;
    FILE *fileptr;
    Check for debug mode.
    */
    if ( argc > 1 )
        if ( (argv[1])[0] == 'd' || (argv[1])[0] == 'D')
            debug mode = 1;
    /*
    Set up the screen.
    */
    turn_off_cursor();
    background on screen();
    /*
    Set up the comm port.
    */
    do
        key = query_user_for_key( "Enter 1 for COM1 or 2 for COM2" );
    while( key != '1' && key != '2' && key != ESCAPE );
    if ( key == ESCAPE )
                                                                           19
```

```
turn on cursor();
   return 1;
if ( key == '2' ) comm port = COM2;
else comm port = COM1;
initialize comm port (comm port,
        _COM_CHR8 | _COM_STOP1 | COM_NOPARITY | COM_9600 );
if ( check_status( comm_port ) & DATA_READY_BIT )
    receive byte( comm port );
Main program loop.
*/
do
    {
    do
        send byte to heater( 'D' );
        heater_status = receive_byte_from_heater( comm_port );
        sensor1_data = receive_byte_from_heater( comm_port );
        sensor2 data = receive byte from heater( comm port );
        sensor3 data = receive byte from heater( comm port );
        sensor4 data = receive byte from heater( comm port );
        sensor5 data = receive byte from heater( comm port );
        sensor1 temperature += (double) sensor1 data * 50.0 / 255.0;
        sensor2 temperature += (double) sensor2 data * 50.0 / 255.0;
        sensor3 temperature += (double) sensor3 data * 50.0 / 255.0;
        sensor4_temperature += (double) sensor4_data * 50.0 / 255.0;
        sensor5 temperature += (double) sensor5 data * 50.0 / 255.0;
        ++averages;
        if ( averages >= number_of_readings_to_average )
            write double in screen buffer( "%6.11f",
                     ( sensor1 temperature / averages ),
                     SENSOR1 UL ROW, SENSOR1 UL COLUMN );
            write double in screen buffer( "%6.11f",
                     ( sensor2_temperature / averages ),
                     SENSOR2_UL_ROW, SENSOR2 UL_COLUMN );
            write double in screen buffer( "%6.11f",
                     ( sensor3 temperature / averages ),
                     SENSOR3 UL ROW, SENSOR3 UL COLUMN );
             write double in screen buffer( "%6.11f",
                     ( sensor4 temperature / averages ),
                     SENSOR4 UL ROW, SENSOR4 UL COLUMN );
             write double in screen buffer( "%6.11f",
```

```
( sensor5 temperature / averages ),
            SENSOR5 UL ROW, SENSOR5 UL COLUMN );
   sensor1 temperature = 0.0;
   sensor2 temperature = 0.0;
   sensor3 temperature = 0.0;
   sensor4_temperature = 0.0;
    sensor5 temperature = 0.0;
    averages = 0.0;
if ( heater status & 1 )
    fill attribute block( WHITE ON | BROWN,
        HEATER1 UL ROW, HEATER1 UL ROW + HEATER1 ROWS - 1,
        HEATER1 UL COLUMN, HEATER1 UL COLUMN + HEATER1 COLUMNS - 1
    fill attribute block( BRIGHT WHITE ON | BROWN,
        SENSOR1 UL ROW + 1, SENSOR1 UL ROW + 1 + SENSOR1 ROWS - 1,
        SENSOR1 UL COLUMN, SENSOR1 UL COLUMN + SENSOR1 COLUMNS - 1
else
    fill attribute block( WHITE_ON | RED,
        HEATER1 UL ROW, HEATER1 UL ROW + HEATER1 ROWS - 1,
        HEATER1 UL COLUMN, HEATER1 UL COLUMN + HEATER1 COLUMNS - 1
    fill attribute block( BRIGHT WHITE ON | RED,
        SENSOR1 UL ROW + 1, SENSOR1 UL ROW + 1 + SENSOR1 ROWS - 1,
        SENSOR1 UL COLUMN, SENSOR1 UL COLUMN + SENSOR1 COLUMNS - 1
    }
if ( heater status & 2 )
    fill attribute block( WHITE ON | BROWN,
        HEATER2 UL ROW, HEATER2 UL ROW + HEATER2 ROWS - 1,
        HEATER2 UL COLUMN, HEATER2 UL COLUMN + HEATER2 COLUMNS - 1
    fill attribute block( BRIGHT WHITE ON | BROWN,
        SENSOR5 UL ROW + 1, SENSOR5 UL ROW + 1 + SENSOR5 ROWS - 1,
        SENSOR5 UL COLUMN, SENSOR5 UL COLUMN + SENSOR5 COLUMNS - 1
else
    fill attribute block( WHITE ON | RED,
        HEATER2 UL ROW, HEATER2 UL ROW + HEATER2 ROWS - 1,
        HEATER2 UL COLUMN, HEATER2 UL COLUMN + HEATER2 COLUMNS - 1
    fill attribute block( BRIGHT WHITE ON | RED,
        SENSOR5 UL ROW + 1, SENSOR5 UL ROW + 1 + SENSOR5 ROWS - 1,
        SENSOR5 UL COLUMN, SENSOR5 UL COLUMN + SENSOR5 COLUMNS - 1
    }
fill attribute block( BLACK ON | WHITE,
    SENSOR1 UL ROW, SENSOR1 UL ROW + SENSOR1 ROWS - 1,
    SENSOR1 UL COLUMN, SENSOR1_UL_COLUMN + SENSOR1_COLUMNS - 1 );
fill attribute block( BLACK ON | WHITE,
    SENSOR5 UL ROW, SENSOR5 UL ROW + SENSOR5 ROWS - 1,
    SENSOR5_UL_COLUMN, SENSOR5_UL_COLUMN + SENSOR5_COLUMNS - 1 );
```

```
sprintf( string, "%.0lf %.0lf
            number of readings to average, averages + 1.0 );
    write string in screen buffer( string,
            ROW_NUMBER_TO_AVERAGE, COLUMN_NUMBER TO AVERAGE );
    update screen();
while( !kbhit() );
Get the key that was pressed.
do
    key = (char) getch();
    if ( key == 0 ) getch();
while( kbhit() );
Set point command.
if ( key == 's' | key == 'S' )
    do
        heater select = (unsigned char) query_user_for_number(
                 "Enter 1 or 2 to select the heater" );
    while( heater select < 1 || heater_select > 2 );
    do
         sensor select = (unsigned char) query user for number(
                 "Enter 1, 2, 3, 4, or 5 to select the sensor");
    while( sensor select < 1 || sensor_select > 5 );
    do
         set point = (unsigned char) ( query user for number(
                 "Enter 0 ½C to 50 ½C for set point" ) * 255.0 / 50.0 )
     while( set_point < 0 || set point > 255 );
     send byte to heater( 'S' );
     send_byte_to_heater( heater select );
     send_byte_to_heater( sensor_select );
     send byte to heater ( set point );
     if ( heater select == 1 )
         write_string_in_screen_buffer( "maintain",
```

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```
turn on cursor();
   return 0;
/*
   functions for communicating with heater controller
   */
void send byte to heater( unsigned char c )
   unsigned char echo;
   if ( debug mode ) return;
   send byte( c, comm port );
   wait for comm port data();
   echo = receive byte( comm port );
   if ( echo != c )
       write string in screen buffer( "Incorrect byte echoed back",
              ROW ERROR MESSAGE, COLUMN ERROR MESSAGE );
       update screen();
       turn_on_cursor();
       exit( 1 );
       }
unsigned char receive byte from heater( unsigned comm_port )
    if ( debug mode )
       return (unsigned char) ( (double) rand() * 255.0 / 32767.0 );
    wait for comm port_data();
    return receive byte( comm port );
void wait_for_comm_port_data( void )
    int key, key was hit = 0;
    while ( 0 == ( check status( comm port ) & DATA_READY_BIT ) )
       if ( kbhit() )
           key_was_hit = 1;
           key = getch();
```

```
ROW HEATER1 SETPOINT, COLUMN HEATER1 SETPOINT );
           sprintf( string, "sensor %-2d", (int) sensor select );
           write string in screen buffer( string,
                   ROW_HEATER1_SETPOINT + 1, COLUMN_HEATER1_SETPOINT );
           sprintf( string, "at %.11f½C ",
                    (double) ( set point * 50.0 / 255.0 ) );
           write string in screen buffer( string,
                   ROW HEATER1 SETPOINT + 2, COLUMN HEATER1 SETPOINT );
           }
       if ( heater select == 2 )
           write string in screen buffer( "maintain",
                   ROW HEATER2 SETPOINT, COLUMN HEATER2 SETPOINT );
           sprintf( string, "sensor %-2d", (int) sensor select );
           write string in screen buffer( string,
                    ROW HEATER2 SETPOINT + 1, COLUMN HEATER2 SETPOINT );
           sprintf( string, "at %.11f2C ",
                    (double) ( set point * 50.0 / 255.0 ) );
           write string in screen buffer( string,
                    ROW HEATER2 SETPOINT + 2, COLUMN HEATER2 SETPOINT );
       }
   Change number of averages.
    */
   else if ( key == 'a' || key == 'A' )
       do
            number_of_readings_to average = query user for number(
                "Enter number of readings to average for screen display" )
        while( number_of_readings_to_average < 1.0 );</pre>
    Setup to save values to a file.
    */
    else if ( key == 'f' || key == 'F' )
while( key != ESCAPE );
Exit the program after restoring the cursor.
```

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```
if ( key == 0 ) getch();
        if ( key == ESCAPE )
           turn on cursor();
           exit( 1 );
        }
     }
  if ( key_was_hit && key != 0 ) ungetch( key );
/*

    functions for controlling cursor

  */
void turn on cursor( void )
   {
     change cursor( 6, 7 );
void turn off cursor( void )
   {
      change cursor( 63, 63 );
   }
void change cursor( int top, int bottom )
   {
      union REGS regs;
      regs.h.ah = (unsigned char) SET CRSR;
      regs.h.ch = (unsigned char) top;
      regs.h.cl = (unsigned char) bottom;
      int86(VIDEO IO, &regs, &regs);
   }
/*
   functions for drawing screen
   */
void background on_screen( void )
   {
      char *cp = screen_characters;
      sprintf( cp, "%s", "
                                                  25
      sprintf(cp, "%s", "
```

```
sprintf( cp, "%s", "
sprintf( cp, "%s", "
                                        ÖááááHeater lááááá¢
sprintf( cp, "%s", "
                                                             0
sprintf( cp, "%s", "
                                       âáááááááááááááááá
                                                                         ₹C
sprintf(cp, "%s",
sprintf( cp, "%s", "
sprintf( cp, "%s", "
sprintf( cp, "%s", "
                                                    ₹C
sprintf( cp, "%s", "
sprintf( cp, "%s", "
sprintf( cp, "%s", "
sprintf( cp, "%s", "
                                                                  Copper
sprintf( cp, "%s", "
sprintf(cp, "%s",
sprintf(cp, "%s", "
sprintf(cp, "%s", "
sprintf( cp, "%s", "Esc ... exit to dos
sprintf( cp, "%s", "S ..... set point command
sprintf( cp, "%s", "A ..... set sensor averages
sprintf( cp, "%s", "F ..... save readings in a file
fill_attribute_block( WHITE_ON | BLACK, 0, 24, 0, 79 );
fill_attribute block( WHITE ON | BROWN,
    PLATE_UL ROW, PLATE UL ROW + PLATE ROWS - 1,
    PLATE_UL_COLUMN, PLATE_UL_COLUMN + PLATE COLUMNS - 1 );
fill_attribute_block( WHITE ON | BROWN,
    HEATER1 UL ROW, HEATER1 UL ROW + HEATER1 ROWS - 1,
    HEATER1_UL_COLUMN, HEATER1_UL_COLUMN + HEATER1_COLUMNS - 1 );
fill attribute block( WHITE ON | BROWN,
    HEATER2_UL_ROW, HEATER2_UL_ROW + HEATER2_ROWS - 1,
    HEATER2_UL_COLUMN, HEATER2_UL_COLUMN + HEATER2_COLUMNS - 1 );
fill_attribute_block( BLACK ON | WHITE,
     SENSOR1_UL ROW, SENSOR1_UL ROW + SENSOR1 ROWS - 1,
    SENSOR1_UL_COLUMN, SENSOR1_UL_COLUMN + SENSOR1_COLUMNS - 1 );
fill_attribute_block( BLACK ON | WHITE,
     SENSOR2 UL ROW, SENSOR2 UL ROW + SENSOR2 ROWS - 1,
     SENSOR2 UL COLUMN, SENSOR2 UL COLUMN + SENSOR2 COLUMNS - 1 );
fill_attribute_block( BLACK ON | WHITE,
     SENSOR3 UL ROW, SENSOR3 UL ROW + SENSOR3 ROWS - 1,
    SENSOR3_UL_COLUMN, SENSOR3_UL_COLUMN + SENSOR3_COLUMNS - 1 );
fill attribute block( BLACK ON | WHITE,
    SENSOR4 UL ROW, SENSOR4 UL ROW + SENSOR4 ROWS - 1,
    SENSOR4 UL COLUMN, SENSOR4 UL COLUMN + SENSOR4 COLUMNS - 1 );
```

```
fill attribute block( BLACK_ON | WHITE.
          SENSOR5_UL_ROW, SENSOR5_UL_ROW + SENSOR5 ROWS - 1,
          SENSOR5_UL_COLUMN, SENSOR5_UL_COLUMN + SENSOR5_COLUMNS - 1 );
      fill_attribute_block( BRIGHT_WHITE_ON | BROWN,
          SENSOR1_UL_ROW + 1, SENSOR1_UL_ROW + 1 + SENSOR1 ROWS - 1,
          SENSOR1_UL_COLUMN, SENSOR1_UL_COLUMN + SENSOR1_COLUMNS - 1 );
      fill_attribute_block( BRIGHT_WHITE_ON | BROWN,
           SENSOR2_UL_ROW + 1, SENSOR2_UL_ROW + 1 + SENSOR2_ROWS - 1,
           SENSOR2_UL_COLUMN, SENSOR2_UL_COLUMN + SENSOR2_COLUMNS - 1 );
       fill_attribute_block( BRIGHT_WHITE_ON | BROWN,
           SENSOR3_UL_ROW + 1, SENSOR3_UL_ROW + 1 + SENSOR3_ROWS - 1,
           SENSOR3_UL_COLUMN, SENSOR3_UL_COLUMN + SENSOR3_COLUMNS - 1 );
       fill_attribute_block( BRIGHT_WHITE_ON | BROWN,
           SENSOR4_UL_ROW + 1, SENSOR4_UL_ROW + 1 + SENSOR4_ROWS - 1,
           SENSOR4_UL_COLUMN, SENSOR4_UL_COLUMN + SENSOR4_COLUMNS - 1 );
       fill attribute block( BRIGHT WHITE ON | BROWN,
           SENSOR5_UL_ROW + 1, SENSOR5_UL_ROW + 1 + SENSOR5_ROWS - 1,
           SENSOR5_UL_COLUMN, SENSOR5_UL_COLUMN + SENSOR5_COLUMNS - 1 );
       update screen();
void update_screen( void )
       display screen();
void display screen( void )
    {
        /* draw the screen with the contents of the character and attribute
        arrays */
        int i;
        char *ap = screen attributes;
        char *cp = screen_characters;
        unsigned char far *video_mem_ptr = (unsigned char far *) (0xB800L <<
        for ( i = 0; i < 2000; ++i )
                *video_mem_ptr++ = (unsigned char) *cp++;
                *video_mem_ptr++ = (unsigned char) *ap++;
```

```
void write_string_in_screen_buffer( char *string, int row, int column )
          copy the string to the specified location in the screen buffer \star_j
        int location = row * 80 + column;
        while ( *string )
                screen_characters[ location++ ] = *string++;
    }
void write_double_in_screen_buffer( char *format_string,
        double number, int row, int column )
    {
        /* copy the double precision floating point number to the specified
        location in the screen buffer using the format string */
        char string[80];
       sprintf( string, format_string, number );
       write_string_in_screen_buffer( string, row, column );
    }
void cut string( char *destination, char *source, int first_char, int last_cha
        /* copy specified piece of character string from source to
        destination */
        char * ptr;
        for ( ptr = source + first_char; ptr <= source + last_char; ++ptr )</pre>
            *destination++ = *ptr:
        *destination = 0;
    }
void user edit field on screen (char *string,
        int row, int start_column, int end_column,
        char field_foreground, char field background,
        char cursor foreground, char cursor background )
    {
            let the user edit a field on the screen and return the editted
        field contents in the string
        int column, key = 0, key2;
        char saved_field_chars[100], saved_field_attrs[100], saved attr;
        copy_characters_from screen( saved_field_chars, row, row, start column.
        copy_attributes_from_screen( saved_field_attrs, row, row, start_column
        fill attribute block( field foreground | field background,
                               row, row, start column, end column);
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```

```
column = start column;
saved attr = screen attributes( row * 80 + column );
screen_attributes[ row * 80 + column ] = cursor foreground | cursor ba
while ( key != RETURN )
        while ( !kbhit() )
                 update screen();
        key = getch();
        if ( key == ESCAPE )
                 screen attributes[ row * 80 + column ] = saved attr;
                 sprintf( string, "%s", saved_field_chars );
                 write string in screen buffer( string, row, start colu
                 column = start column;
                 saved attr = screen attributes[ row * 80 + column ];
                 screen attributes[ row * 80 + column ] = cursor foregr
             }
        else if ( key >= 32 && key <= 126 )
                 screen_characters[ row * 80 + column ] = (char) key;
screen_attributes[ row * 80 + column ] = saved_attr;
                 if ( column < end column ) ++column;
                 saved attr = screen attributes[ row * 80 + column ];
                 screen attributes[ row * 80 + column ] = cursor foregr
        else if ( key == BACKSPACE && column > start column )
                 screen attributes[ row * 80 + column ] = saved attr;
                 --column;
                 saved attr = screen attributes[ row * 80 + column ];
                 screen attributes[ row * 80 + column ] = cursor foregr
             }
         else if (key == 0)
                 key2 = qetch();
                 if ( key2 == LEFT ARROW && column > start column )
                          screen attributes[ row * 80 + column ] = saved
                          --column;
                          saved attr = screen attributes( row * 80 + col')
                          screen attributes[ row * 80 + column ] = curso;
                 else if ( key2 == RIGHT ARROW && column < end column )
                          screen attributes[ row * 80 + column ] = saved
                          ++column;
                          saved attr = screen attributes[ row * 80 + colu
                          screen attributes[ row * 80 + column ] = cursor
                      }
                                                                          29
             }
```

```
copy_characters_from_screen( string, row, row, start column, end_column
       copy attributes to screen( saved field attrs, row, row, start column,
       update screen();
   }
void copy characters from screen (char *string,
        int start row, int end row, int start column, int end column)
    {
        int row, column;
        for ( row = start row; row <= end row; ++row )</pre>
            for ( column = start column; column <= end_column; ++column )</pre>
                *string++ = screen characters[ row * 80 + column ];
        *string = 0;
    }
void copy characters to screen ( char *string,
        int start row, int end row, int start column, int end column )
    {
        int row, column;
        for ( row = start row; row <= end_row; ++row )</pre>
            for ( column = start_column; column <= end_column; ++column )</pre>
                 screen characters[ row * 80 + column ] = *string++;
    }
void copy attributes from screen( char *string,
         int start row, int end_row, int start_column, int end_column )
    ĺ
         int row, column;
         for ( row = start row; row <= end row; ++row )
             for ( column = start column; column <= end column; ++column )
                 *string++ = screen attributes[ row * 80 + column ];
         *string = 0;
    }
void copy_attributes_to_screen( char *string,
         int start row, int end_row, int start column, int end column)
     {
         int row, column;
         for ( row = start row; row <= end row; ++row )</pre>
             for ( column = start column; column <= end_column; ++column )</pre>
                 screen attributes[ row * 80 + column ] = *string++;
     }
```

```
void fill character_block( char c,
        int start_row, int end_row, int start_column, int and_column )
        int row, column;
        for ( row = start row; row <= end_row; ++row )</pre>
            for ( column = start_column; column <= end_column; ++column )
                screen characters[ row * 80 + column ] = c;
    }
void fill attribute block( char c,
        int start_row, int end_row, int start_column, int end_column )
    {
        int row, column;
        for ( row = start row; row <= end row; ++row )</pre>
            for ( column = start_column; column <= end_column; ++column )
                screen_attributes[ row * 80 + column ] = c;
    }
char query_user_for_key( char *prompt )
         /* Prompt the user for a single key response */
         char back_characters[256], back_attributes[256];
         char front_characters[256], front_attributes[256];
         int length = 0;
         char * p = prompt, key = 0;
         while ( *p++ ) ++length;
         open_window( back_characters, back_attributes,
                      ROW query_window,
                      ROW query window + 2,
                      COLUMN query window - length/2 - 1,
                      COLUMN query window + length/2 + 5,
                      WHITE ON | BLACK );
         open_window( front_characters, front_attributes,
                      ROW query window - 1,
                       ROW query window + 1,
                       COLUMN_query_window - length/2 - 3,
                       COLUMN query window + length/2 + 3,
                       BLACK ON | WHITE );
         write string_in_screen_buffer( prompt,
                                         ROW query window,
                                         COLUMN_query_window - length/2 );
          while ( !kbhit() ) update screen();
          kev = (char) getch();
          close_window( front_characters, front_attributes,
                        ROW query window - 1,
                        ROW query window + 1,
                        COLUMN_query_window - length/2 - 3,
                                                                          31
                        COLUMN query window + length/2 + 3 );
```

```
close_window( back_characters, back_attributes,
                       ROW_query window,
                       ROW query window + 2,
                       COLUMN_query_window - length/2 - 1,
                       COLUMN query window + length/2 + 5 );
        update screen();
        return( key );
    }
double query user_for number( char *prompt )
        /* Prompt the user for a number */
        char back characters[256], back attributes[256];
        char front_characters[256], front_attributes[256];
        int length = 0;
        char string[80], * p = prompt;
        double number = 0.0;
        while ( *p++ ) ++length;
        length += 10;
        open window( back characters, back attributes,
                      ROW_query_window,
                      ROW query window + 2,
                      COLUMN_query_window - length/2 - 1,
                      COLUMN_query_window + length/2 + 5,
                      WHITE ON | BLACK );
        open_window( front_characters, front_attributes,
                      ROW query window - 1,
                      ROW_query_window + 1,
                      COLUMN_query_window - length/2 - 3,
                      COLUMN query window + length/2 + 3,
                      BLACK ON | WHITE );
        write string in screen buffer( prompt,
                                         ROW query window,
                                         COLUMN query window - length/2 );
        user_edit_field on screen( string,
                                     ROW query window,
                                     COLUMN_query_window + length/2 - 7,
                                     COLUMN query window + length/2 + 1, BRIGHT WHITE ON, BLUE,
                                     BRIGHT WHITE ON, BLACK );
        sscanf( string, "%lf", &number );
        close_window( front characters, front attributes,
                       ROW query window - 1,
                       ROW query window + 1,
                       COLUMN_query_window - length/2 - 3,
                       COLUMN_query_window + length/2 + 3 );
        close window( back characters, back_attributes,
32
```

```
ROW query window,
                      ROW query window - 2,
                      COLUMN_query_window - length/2 - 1,
                      COLUMN query window + length/2 + 5 );
       update screen();
       return( number );
   }
void open window( char *character array, char *attribute_array,
        int start row, int end row, int start column, int end column,
        char color byte )
    {
        /* open a blank window on the screen, saving the previous contents
            in the character and attribute arrays */
        copy characters_from_screen( character_array,
                                     start row, end row,
                                     start column, end column );
        copy attributes from screen( attribute array,
                                     start row, end row,
                                     start column, end column );
        fill character_block( ' ', start_row, end_row,
                              start column, end column );
        fill attribute block( color byte,
                              start row, end row,
                              start column, end column );
    }
void close window( char *character array, char *attribute_array,
        int start row, int end row, int start column, int end column )
    {
        /* close a window on the screen, copying the contents of the
            character and attribute arrays to the screen */
        copy characters_to_screen( character_array,
                                    start_row, end_row,
                                    start column, end column );
        copy attributes to screen( attribute_array,
                                    start row, end row,
                                    start column, end column );
    1
```

;THIS PROGRAM IS THE INITIAL ATTEMPT TO COMMUNICATE WITH A PC;AND ACTIVELY SET TEMPERATURE SET POINTS, DEFINE CONTROL SENSORS;AND READ DATA TO BE DISPLAYED. THIS IS FOR THE PROGRAMMABLE;HEATER CONTROLLER USING THE 68HC811E2 MICROCONTROLLER.

mm100	FOIT	610
TEMPO	EQU	\$10
TEMP1	EQU	\$11
TEMP2	EQU	\$12
TEMP3	EQU	\$13
TEMP4	EQU	\$14
TCONT1	EQU	\$15
TSET1	EQU	\$16
TCONT2	EQU	\$17
TSET2	EQU	\$18
SENSOR	EQU	\$0F
HEATNUM	EQU	\$19
SENSNUM	EQU	\$1A
SETPOINT	EQU	\$1B
STATUS	EQU	\$20
PORTA	EQU	\$1000
PORTB	EQU	\$1003
PORTC	EQU	\$1003
DDRC	EQU	\$1007
PORTD	EQU	\$1008
DDRD	EQU	\$1009
PORTE	EQU	\$100A
PACTL	EQU	\$1026

DEFSEG PROGRAM, ABSOLUTE SEG PROGRAM ORG \$F800

, ; ;******	INITIALIZE STACK, OU	TTPUT PORTS AND HEATERS
LDS LDY	#\$00FF #\$1000	;INITIALIZE STACK ;LOAD Y REG WITH SEGMENT OFFSET
LDAA STAA	#\$FF DDRC	;SET ALL PINS OF PORT C AS OUTPUTS ;BY PUTTING FF IN DDRC
BSET BSET	\$26,Y,\$80 \$00,Y,\$88	;SETUP PA7 OF PORT A AS OUTPUT ;TURN HEATERS OFF (0=ON, 1=OFF)
BSET	\$09, Y, \$02	;SETUP BIT1 PORT D AS OUTPUT
LDAA STAA	#\$30 \$102B	;SET UP SCI FOR 9600 BAUD
LDAA STAA	#\$0C \$102D	; ENABLE TRANSMIT AND RECEIVE SCI

```
LDAA
          1039H
                             :POWER ON A/D CONVERTERS
       ORAA
             #80H
       STAA
              1039H
       LDAA
             #$04
       STAA
             PORTC
                             ;LOAD 12 BIT D/A WITH 2.73 VOLT VALUE
       LDAA
             #$5E
       STAA
              PORTB
       BSET
              $03,Y,$10
                             :SET GAIN OF PGA200 TO 10
       **********************************
              INITIAL CONDITIONS
       LDAA
              #$03
       STAA
              TCONT1
             TCONT2
       STAA
       LDAA
             #$30
       STAA
              TSET1
       STAA
              TSET2
       *********************************
              READ TEMPS 1-5
       MAINLOOP: BCLR
              $00,Y,$70
                             ;THIS SELECTS MUXED TEMP 0
       LDAB
              PORTA
                             ; PUT PORTA IN B
       JSR
              READTEMP
       STAA
              TEMPO
             #$10
       ADDB
                             ; INCREMENT B TO
       STAB
             PORTA
                             ;SELECT TEMP SENSOR 1
       JSR
              READTEMP
       STAA
              TEMP1
       ADDB
             #$10
                             ; INCREMENT B TO
       STAB
              PORTA
                              ;SELECT TEMP SENSOR 2
       JSR
              READTEMP
       STAA
              TEMP2
              #$10
       ADDB
                             ; INCREMENT B TO
       STAB
              PORTA
                             ;SELECT TEMP SENSOR 3
       JSR
             READTEMP
       STAA
              TEMP3
       ADDB
              #$10
                             ; INCREMENT B TO
       STAB
              PORTA
                             ;SELECT TEMP SENSOR 4
       JSR
              READTEMP
       STAA
              TEMP4
       ************************
              HEATER CONTROL
       ************************************
       ;********HEATER 1*******************************
HEATER1:
       LDAB
             TCONT1
       CLRA
       XGDX
                              ;LOAD TCONT1 IN X REG
                                                       35
```

	BRCLR	\$00,Y,\$08,H1_ON	; IF BIT 3 IS 0 THEN BRANCH TO H1_ON
H1_OFF:	LDAA SUBA SUBA BMI	TSET1 #\$0A SENSOR, X HEATER2	;LOAD A WITH HEATER 1 SET POINT TEMP ;SUBTRACT 2 DEGREE SUBTRACT CONTROL1 SENSOR TEMPERATURE ;
	BCLR BRA	\$00,Y,\$08 HEATER2	;TURN HEATER 1 ON
н1_ом:	LDAA SUBA BPL	TSET1 SENSOR, X ;: HEATER2	;LOAD A WITH HEATER 1 SET POINT TEMP SUBTRACT CONTROL1 SENSOR TEMPERATURE ;
	BSET	\$00, Y, \$08	;TURN HEATER 1 OFF
	;*****	*HEATER 2******	***********
HEATER2:	LDAB CLRA XGDX	TCONT2	;LOAD TCONT2 IN X REG
	BRCLR	\$00,Y,\$80,H2_ON	; IF BIT 0 IS 0 THEN BRANCH TO H2_ON
H2_OFF:	LDAA SUBA SUBA BMI	TSET2 #\$OA SENSOR, X ; HEATEND	;LOAD A WITH HEATER 2 SET POINT TEMP ;SUBTRACT 2 DEGREE SUBTRACT CONTROL2 SENSOR TEMPERATURE ;
	BCLR BRA	\$00,Y,\$80 HEATEND	;TURN HEATER 2 ON
H2_ON:	LDAA SUBA BPL	TSET2 SENSOR, X ; HEATEND	;LOAD A WITH HEATER 2 SET POINT TEMP SUBTRACT CONTROL1 SENSOR TEMPERATURE ;
	BSET	\$00, Y, \$80	;TURN HEATER 2 OFF
HEATEND:			
	;*****	*** SERIAL PORT CHE	CK ********************
HERE:	BRCLR	\$2E,Y,\$20,HERE	;IF DATA RECIEVED BYTE NOT SET THEN ;GOTO NOBYTE
CHECKD:	LDAA CMPA BNE JSR	\$102F #\$44 CHECKS SENDBYTE	;READ DATA RECEIVED ;CHECK IF BYTE IS "D" ;IF NOT "D" THEN GOTO CHECKS ;ECHO "D" BACK TO PC
H2STAT:	CLRA STAA BRCLR BSET BRCLR BSET	STATUS \$00,Y,\$08,H2STAT STATUS,\$01 \$00,Y,\$80,SENDSTAT STATUS,\$02	·
SENDSTAT:	LDAA JSR	STATUS SENDBYTE	;SEND STATUS WORD

	LDAA JSR	TEMPO SENDBYTE	:SEND SENSOR TEMPERATURE 0
	LDAA JSR	TEMP1 SENDBYTE	;SEND SENSOR TEMPERATURE 1
	LDAA JSR	TEMP2 SENDBYTE	;SEND SENSOR TEMPERATURE 2
	LDAA JSR	TEMP3 SENDBYTE	;SEND SENSOR TEMPERATURE 3
	LDAA JSR	TEMP4 SENDBYTE	;SEND SENSOR TEMPERATURE 4
	JMP	NOBYTE	
CHECKS:	CMPA BNE	#\$53 NOBYTE	;CHECK TO SEE IF BYTE IS "S" ;IF NOT "S" THEN GOTO NOBYTE
	JSR	SENDBYTE	;ECHO "S" BACK TO PC
WAITHN:	BRCLR LDAA STAA	\$2E,Y,\$20,WAITHN \$102F HEATNUM	; WAIT FOR HEATER NUMBER TO BE SENT ; READ HEATER NUMBER BYTE
	JSR	SENDBYTE	; ECHO HEATNUM BACK TO PC
WAITSN:	BRCLR LDAA STAA	\$2E,Y,\$20,WAITSN \$102F SENSNUM	; WAIT FOR SENSOR NUMBER TO BE SENT ; READ SENSOR NUMBER BYTE
	JSR	SENDBYTE	; ECHO SENSNUM BACK TO PC
WAITSP:	BRCLR LDAA STAA	\$2E,Y,\$20,WAITSP \$102F SETPOINT	;WAIT FOR HEATER NUMBER TO BE SENT ;READ SET POINT BYTE
	JSR	SENDBYTE	; ECHO SETPOINT BACK TO PC
FIGURE1:	LDAA CMPA BEQ LDAA STAA LDAA STAA	HEATNUM #\$02 FIGURE2 SENSNUM TCONT1 SETPOINT TSET1	;IF HEATER #2 GOTO FIGURE2
	JMP	NOBYTE	
FIGURE2:	LDAA STAA LDAA STAA	SENSNUM TCONT2 SETPOINT TSET2	

NOBYTE: JMP MAINLOOP

SENDBYTE SUBROUTINE SENDBYTE: STAA \$102F ;TRANSMIT BYTE FROM A REG \$2E,Y,\$80,TWAIT TWAIT: BRCLR ; WAIT FOR BYTE TO BE SENT RTS READTEMP SUBROUTINE READTEMP: CLRA ;SET A/D FOR SINGLE SCAN CHANNEL 0 LDAA #\$0A NOTYET1: DECA BNE NOTYET1 ;WAIT FOR MUX TO SETTLE \$1030 STAA ; AND START CONVERSION LDAA #\$06 NOTYET: DECA BNE NOTYET ; CONVERSION COMPLETE LDAA \$1031 ;READ A/D RESULT RTS DEFSEG reset, ABSOLUTE SEG reset ORG \$FFFE DB \$F8 DB \$00 END

# APPENDIX B PHCC TEST PROCEDURES/RESULTS

# **Materials Required:**

- 286 (or better) IBM-compatible PC with a 9-pin serial port
- 9-pin female computer cable wired as shown in figure 1
- PHC program disk with PHCCODE6.BIN, BOOT.BIN, HEATER.EXE, and PROGCOM1.EXE.
- Bipolar 15-V power supply (i.e., +15 V and -15 V)
- 5-V power supply
- Variable 5-V power supply.

# **Special Notes:**

External pin numbers, EP1 through EP29, may be different than used in the actual hybrid design. Check the MSFC drawings to ensure connections are to the right points.

#### **Computer Interface Set-Up:**

Connect the computer com1 port to the hybrid circuit as shown in figure 1.

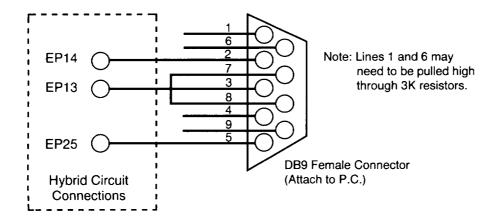


Figure 1.

Next, connect the power supplies to the appropriate pins as shown in figure 2; i.e., +15 V to EP26 and EP24, -15 V to EP27, +5 V to EP28, and GND to EP29 and EP25.

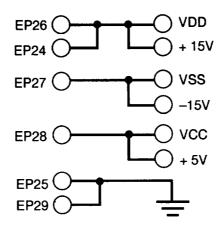


Figure 2.

Last, install 10-k ohm <sup>1</sup>/<sub>4</sub>-W resistors in place of heater-1, heater-2, heater-3, and heater-4. These resistors will model the actual heaters and will be connected to pins EP16 through EP23, as shown in figure 3.



Figure 3.

# **System Testing:**

1. Once all electrical connections are made, power should be turned on to the hybrid circuit. The sum total current of all supplies should not be greater than 100 mA. Record the currents on each power supply.

Supply	Measured Value	Acceptable Range
	(mA)	(mA)
+15 V P.S.	30	<200
–15 V P.S.	30	<200
+5 V P.S.	20	<200

2. Turn all power supplies off and short EP15 to ground. Once shorted, turn on all power supplies.

3. Insert PHC software disk in the PC and change the active drive to the one containing the disk. At the proper disk prompt, type PROGCOM1 PHCCODE6.BIN. The computer screen should appear as shown in figure 4 and the value for byte number automatically increment up to the value shown in figure 4. Once this completes, the message 'eeprom code successfully transferred' will display.

A:>progcom1 phccode6.bin
The bootstrap code is 256 bytes.
byte #255 ...bootstrap successfully transferred.
The eeprom code is 2048 bytes.
byte #2047 ...eeprom code successfully transferred.
A:>

Figure 4.

- 4. Remove the shorting wire on EP15.
- 5. Cycle all power supplies off and then on.
- 6. Type HEATER on the PC followed by a return. The screen should appear as shown in figure 5.

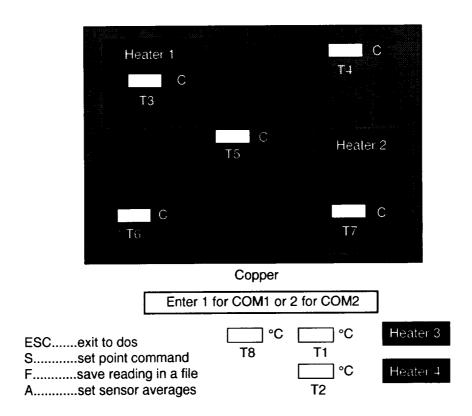


Figure 5.

- 7. Enter a 1 (for communication port 1) followed by a carriage return.
- 8. Values should appear in the spaces for T1 through T8. T1 and T2 are the values for the internal hybrid AD590s which should read between 24 and 33 °C. The rest of the sensors should read '0.' Record the values on the computer screen for T1 and T2 below.

T1	50 °C
T2	50 °C

9. Set the variable power supply to 5 V and connect it through a serial 10-k ohm resistor individually to each of the AD590 inputs (see fig. 6). Record the values shown on the computer screen for the channel stimulated by the supply. Repeat this process for the power supply set to 6 V and again at 6.5 V.

AD590 Input	Measured Value at 5 V	Measured Value at 6 V	Measured Value at 6.5 V
EP1 (T3)	0	28	49.5
EP2 (T4)	0	28	49.8
EP3 (T5)	0	29	50
EP4 (T6)	0	29	50
EP5 (T7)	0	30	50
EP6 (T8)	0	30	50

Note: At 5 V the measured value should be between 0.0 and 1.0 °C, at 6 V the measured value should be between 28 and 32 °C, and at 6.5 V the measured value should be between 49 and 50 °C.

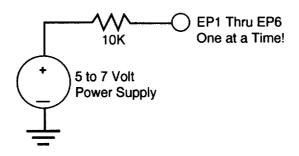


Figure 6.

10. On the PC, type 'S' to select the 'set point command' option. This option will allow the heater controls to be tested. At the prompt, 'Enter 1, 2, 3, or 4 to select the heater,' enter a 1 to make heater 1 active. The software will then prompt, 'Enter 3, 4, 5, 6, or 7 to select the sensor,' enter a 7 to select an AD590 input for control. The next prompt, 'Enter 0 to 50 °C for set point,' enter a value of 30 °C. This sets up the heater to turn on below 30 °C and off at temperatures above 30 °C. The screen on

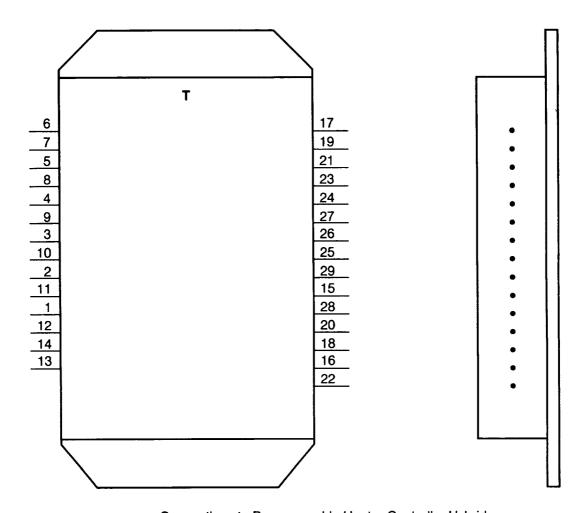
the computer should reflect the information in one of the four corners, depending on which heater is selected.

11. Using the same variable power supply setup as in step 9, set the voltage to 5 V and inject on EP8. The computer screen should verify that the heater 1 is on by a different color block around the heater. Hook a voltmeter to the heater 1 resistor (the meter should indicate 15 V). Slowly increase the variable voltage supply (maximum of 7 V) until the heater 1 voltage drops to 0, as indicated on the voltmeter. Verify that the computer screen also indicates the heater cutoff and record the voltage on the variable supply at cutoff in the table below.

Heater	Cutoff Voltage (V)	Acceptable Range (V)
Heater 1	5.5051	$2.9 \rightarrow 3.1$

12. Repeat steps 10 and 11 for the remaining three heaters using the same sensor and set point, but choose a different heater. Remember to move the voltage meter to the active heater and record the values in the table below.

Heater	Cutoff Voltage (V)	Acceptable Range (V)
Heater 2	5.503	
Heater 3	5.503	
Heater 4	5.503	



Connections to Programmable Heater Controller Hybrid

Package P/U Numbers Correspond With EP Numbers on Schematic

Argo Transdata Corp. July 21, 1992

### **APPROVAL**

## A PROGRAMMABLE HEATER CONTROL CIRCUIT FOR SPACECRAFT

by D.D. Nguyen, J.W. Owen, D.A. Smith, and W.J. Lewter

The information in this report has been reviewed for technical content. Review of any information concerning Department of Defense or nuclear energy activities or programs has been made by the MSFC Security Classification Officer. This report, in its entirety, has been determined to be unclassified.

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Joseph L. Randall

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**Astrionics Laboratory** 

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Spacecraft thermal consystems, electrical heaters, and	i radiator systems. The h	neaters are commanded	ough use of multilayer insulation to maintain component tempera-

tures within design specifications. The programmable heater control circuit (PHCC) was designed to obtain an effective and efficient means of spacecraft thermal control. The hybrid circuit provides use of control instrumentation as temperature data, available to the spacecraft central data system, reprogramming capability of the local microprocessor during the spacecraft's mission, and the elimination of significant spacecraft wiring. The hybrid integrated circuit has a temperature sensing and conditioning circuit, a microprocessor, and a heater power and control circuit. The device is miniature and housed in a volume which allows physical integration with the component to be controlled. Applications might include alternate battery-powered logic-circuit configurations. A prototype unit with appropriate physical and functional interfaces was procured for testing. The physical functionality and the feasibility of fabrication of the hybrid integrated circuit were successfully verified. The remaining work to develop a flight-qualified device includes fabrication and testing of a Milcertified part. An option for completing the PHCC flight qualification testing is to enter into a joint venture with industry.

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